

CLAIMS

The invention is hereby claimed as follows:

1. A gaming device comprising:
- a processor;
 - a primary game controlled by the processor;
 - a secondary game controlled by the processor;
 - a secondary game triggering event in the primary game which triggers the secondary game; and
 - a secondary game re-triggering event in the secondary game which re-triggers the entire secondary game or a portion thereof, wherein the secondary game re-triggering event in the secondary game is more likely to occur in the secondary game than the secondary game triggering event in the primary game.
2. The gaming device of Claim 1, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ at least one of the same triggering symbols.

3. The gaming device of Claim 1, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ a plurality of the same triggering symbols, wherein the secondary game triggering event includes at least one combination of said triggering symbols and the secondary game re-triggering event includes a greater number of combinations of said triggering symbols.

4. The gaming device of Claim 1, wherein the secondary game triggering event in the secondary game and the secondary game triggering event in the primary game employ a plurality of the same triggering symbols, wherein the secondary game triggering event includes at least one combination of a plurality of said triggering symbols and the secondary game re-triggering event includes at least one of said triggering symbols and less than the plurality of said triggering symbols of said combination.

5. A gaming device comprising:

a processor;

a display device controlled by the processor;

a primary game displayed by the display device and controlled by the processor, said primary game including at least one secondary game triggering symbol;

a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of said secondary game triggering symbol in one predetermined position in said primary game; and

at least one re-trigger of the entire secondary game, at least one additional spin in the secondary game or at least one additional turn in the secondary game provided to the player in the secondary game upon the display of one the secondary game triggering symbols in one of a plurality of predetermined positions in the secondary game.

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6. A gaming device comprising:

a processor;

a display device controlled by the processor;

a primary game displayed by the display device and controlled by the processor, said primary game including a plurality of secondary game triggering symbols;

a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of a predetermined combination of a plurality of said secondary game triggering symbols in said primary game; and

at least one re-trigger of the entire secondary game, at least one additional spin in the secondary game or at least one additional turn in the secondary game provided to the player in the secondary game upon the display of one of a plurality of predetermined combinations of a plurality of said secondary game triggering symbols in said secondary game wherein said display of one of said combinations in said secondary game is more likely to occur than said display of said combination in said primary game.

7. A gaming device comprising:

a processor;

a display device controlled by the processor;

a primary game displayed by the display device and controlled by the processor, said primary game including a plurality of secondary game triggering symbols;

a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of a predetermined combination of a plurality of said secondary game triggering symbols in said primary game; and

at least one re-trigger of the entire secondary game, at least one additional spin in the secondary game or at least one additional turn in the secondary game provided to the player in the secondary game when less than the plurality of said secondary game triggering symbols is displayed by the display device in the secondary game.

8. A gaming device comprising:
a processor;
a display device controlled by the processor;
a base game displayed by the display device and controlled by the processor, said base game including a plurality of bonus game triggering symbols;

a bonus game displayed by the display device and controlled by the processor, said bonus game triggered upon the display of a predetermined combination of said bonus triggering symbols in said base game, said predetermined combination having a likelihood of occurrence; and

a bonus re-trigger provided to the player in the bonus game when a predetermined combination of said bonus triggering symbols is displayed by the display device in the bonus game, said predetermined combination having a likelihood of occurrence which is greater than the likelihood of occurrence of the predetermined combination to trigger the bonus game in the base game.

9. The gaming device of Claim 8, wherein said bonus re-trigger is selected from the group consisting of: at least one re-trigger of the bonus game; at least one additional spin in the bonus game; and at least one additional turn in the bonus game.

10. The gaming device of Claim 8, wherein said bonus re-trigger activates a bonus re-triggering symbol in the bonus game, wherein when the bonus re-triggering symbol is subsequently displayed in the bonus game, the processor provides an additional bonus re-trigger to the player.

11. The gaming device of Claim 8, wherein said bonus re-trigger activates a bonus re-triggering symbol in the bonus game, wherein when the bonus re-triggering symbol is subsequently displayed in the bonus game, the processor provides an additional bonus re-trigger to the player selected from the group consisting of: at least one re-trigger of the bonus game; at least one additional spin in the bonus game; and at least one additional turn in the bonus game.

12. The gaming device of Claim 11, wherein the bonus re-triggering symbol occurs more frequently in the bonus game than the bonus triggering symbols.

13. The gaming device of Claim 8, which includes a plurality of reels wherein the predetermined combination is a plurality of bonus triggering symbols along a payline associated with the reels in the base game and the re-triggering combination is the bonus triggering symbols displayed by the reels in any position in the bonus game.

14. A gaming device comprising:
- a processor;
 - a display device controlled by the processor;
 - a base game displayed by the display device and controlled by the processor, said base game including a plurality of bonus triggering symbols;
 - a bonus game displayed by the display device and controlled by the processor, said bonus game triggered upon the display of a plurality of said bonus triggering symbols in said base game; and
 - a bonus re-trigger provided to the player in the bonus game when less than the plurality of said bonus triggering symbols is displayed by the display device in the bonus game.
15. The gaming device of Claim 14, wherein said bonus re-trigger is selected from the group consisting of: at least one re-trigger of the bonus game; at least one additional spin in the bonus game; and at least one additional turn in the bonus game.
16. The gaming device of Claim 14, wherein said bonus re-trigger activates a bonus re-triggering symbol in the bonus game, wherein when the bonus re-triggering symbol is subsequently displayed in the bonus game, the processor provides an additional bonus re-trigger to the player.

17. The gaming device of Claim 14, wherein said bonus re-trigger activates a bonus re-triggering symbol in the bonus game, wherein when the bonus re-triggering symbol is subsequently displayed in the bonus game, the processor provides an additional bonus re-trigger to the player selected from the group consisting of: at least one re-trigger of the bonus game; at least one additional spin in the bonus game; and at least one additional turn in the bonus game.

18. The gaming device of Claim 17, wherein the bonus re-triggering symbol occurs more frequently in the bonus game than the bonus triggering symbols.

19. A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of symbols on each reel, said symbols including a plurality of secondary game triggering symbols;

a primary game including at least one activation of said reels by the processor;

a secondary game including at least one activation of said reels by the processor, said secondary game triggered upon the display of a plurality of the secondary game triggering symbols on an active payline associated with the reels in said primary game; and

a secondary same re-trigger provided to the player in the secondary game when the plurality of said secondary game triggering symbols are displayed by the reels in any position in the secondary game.

20. The gaming device of Claim 19, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game and at least one re-activation of the reels in the secondary game.

21. The gaming device of Claim 19, wherein said secondary game re-trigger activates a reel re-triggering symbol in the secondary game, wherein when the reel re-triggering symbol is subsequently displayed in the secondary game, the processor re-activates the reels in the secondary game.

22. The gaming device of Claim 19, wherein said secondary game re-trigger activates a reel re-triggering symbol in the secondary game, wherein when the reel re-triggering symbol is subsequently displayed in the secondary game, the processor provides an additional secondary game re-trigger to the player selected from the group consisting of: at least one re-trigger of the secondary game and at least one additional activation of the reels in the secondary game.

23. The gaming device of Claim 19, wherein the reel re-triggering symbol is more likely to occur in the secondary game than the secondary game triggering symbols.

24. A method for operating a gaming device having a primary game and a secondary game comprising the steps of:

(a) triggering the secondary game if a predetermined combination of secondary game triggering symbols are obtained in the primary game; and

(b) providing a secondary game re-trigger to a player in the secondary game if at least one of the secondary game triggering symbols in the primary game is displayed in the secondary game.

25. The method of Claim 24, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

26. The method of Claim 25, which includes the step of activating a secondary game re-triggering symbol in the secondary game, wherein when the secondary re-triggering symbol is subsequently displayed in the secondary game, the processor replays the secondary game.